BOXING

Duck

Duck

1 • High L. feint

2 • Duck

3 • High R. feint

High L.punch

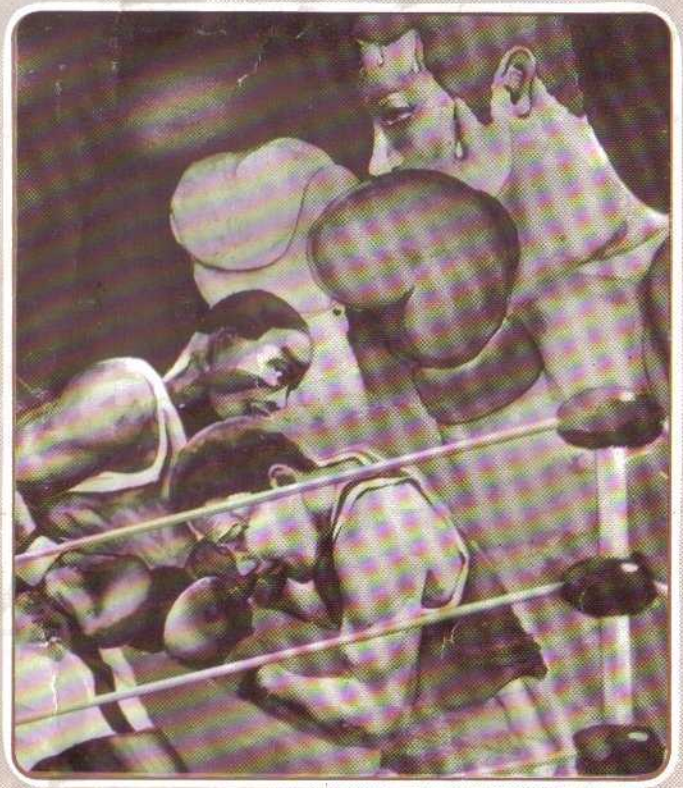
High R.punch

Middle L.punch

Middle R. punch

Low L. punch

Low R. punch • Enter



BOXING

GAME INSTRUCTIONS

MG-321

BOXING

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Block the punch with your left arm, duck and delivers a high right punch. Swa-a-r. It is a knock down. The referee starts the countdown; "10, 9, ... 3, 2, 1" it is a total knock out.

Fight like Mohammad Ali. Choose your style of fighting and delivers your best punches to the throne of World Heavyweigh Boxing Championship.

1. GAME OBJECTIVE

This is a two players' game of boxing with ten rounds for each game. The players have a choice of balance, offensive or defensive fighter. Points are awarded to the player who lands a successful punch or a knockdown on his opponent. If a knockout occurs, or a knockdown was counted out by the countdown clock, the game will be overed. Otherwise, the game will finish at the end of the tenth round and the player with the higher score wins.

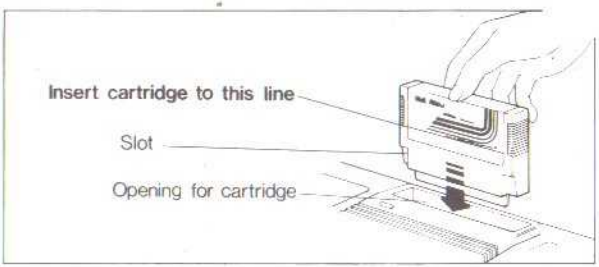
2. GETTING STARTED

Plug in antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the master console installation Manual.

a) **Insert Cartridge**

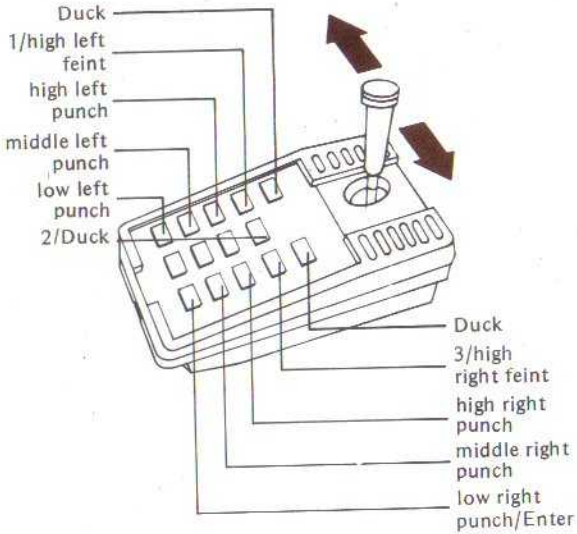
Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slot facing the player and insert into the cartridge opening.

Note: The console should be switched off when inserting or removing the cartridge to avoid damage to the Master Console.



b) **Hand Controllers**

Place the Boxing inlay plates onto the remote hand controllers. Movement of the boxer is controlled by the joystick. The left controller controls the left boxer (red) while the right controller controls the right boxer (blue). Motions of the boxer is delivered by pressing the corresponding button.



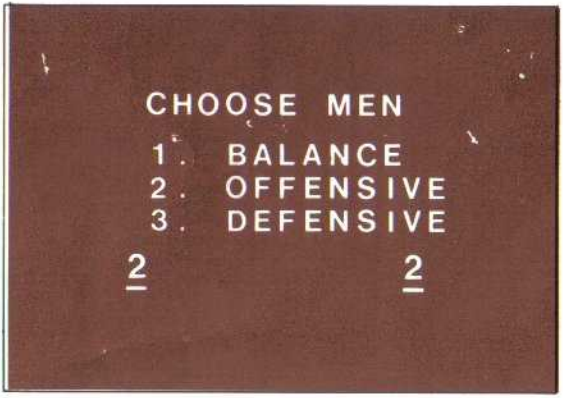
3. START TO PLAY

a) Switch on the Master Console and press CLEAR. Each player is asked to choose his preferred fighter, by pressing the buttons 1, 2 or 3 and then press ENTER button.

1 – Balance fighter. This fighter has a balance offensive and defensive strengths.

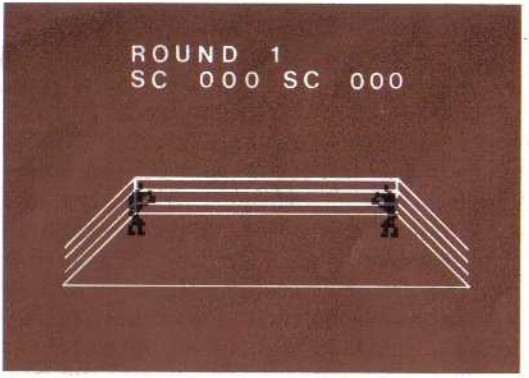
2 – Offensive fighter. This fighter will deliver the best offensive power.

3 – Defensive fighter. This fighter offers good endurance.



b) Start the game

After both players have entered their choice of boxers, the screen will switch to the ring with the left boxer (red) standing at the left corner and the right boxer (blue) standing at the right corner. To start the fight, press any key on both keypads. The fighters will walk towards each other, and a closeup scene appears.



4. GUIDES TO GAME

a) Close up fighting scene – the round number, the time left in the round, the total accumulated score for the past rounds and the points gain for this round are shown on the top of the screen.

b) Move the boxer towards each other by the joystick. Press the corresponding keys on the key pad to throw punches at your opponent.

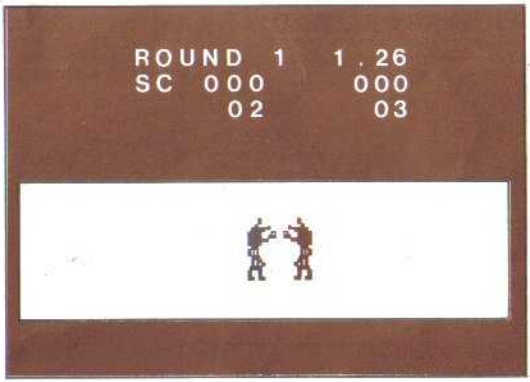
c) Unless there is a knockout, the fight will go through ten rounds before the game is over. Each round lasts one minute and thirty seconds.

d) One point is awarded for every punch that lands on the opponent. 2 points will be given for a knockdown.

e) When a fighter is knocked down, the computer will start the countdown clock and start the count. The computer will also determine whether it is a total knockout or when the fighter will get up again. If a knockout occurs, the game will be over and winner sign then appears.

f) For each punch, energy will be drained from a fighter which slows him down. Each time a fighter is hit, his energy will also be drained. The fighters will regain their energy in between rounds.

g) After each round, the fighters will move back to their ring corners. Press any button on both keypad to start the next round.



5. END OF GAME

The game will be over if:

a) a complete knock-out occurs

b) after ten rounds — the player with the higher score wins

6. START NEW GAME

Press CLEAR button.

7. OPERATION FLOW DIAGRAM